

Instructions for changing insect image in the Ants program



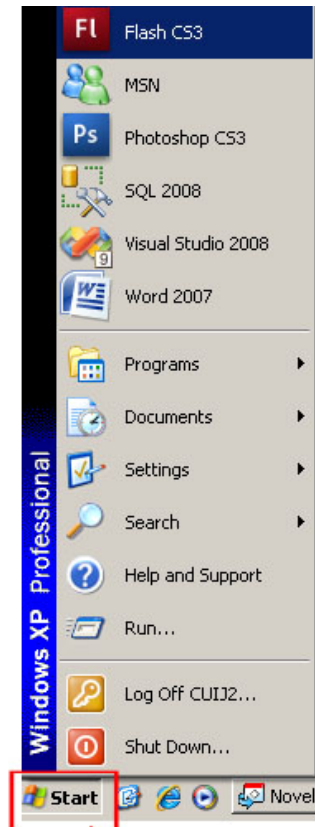
Trevor Farquharson

Gareth Dorset

Jun Cui

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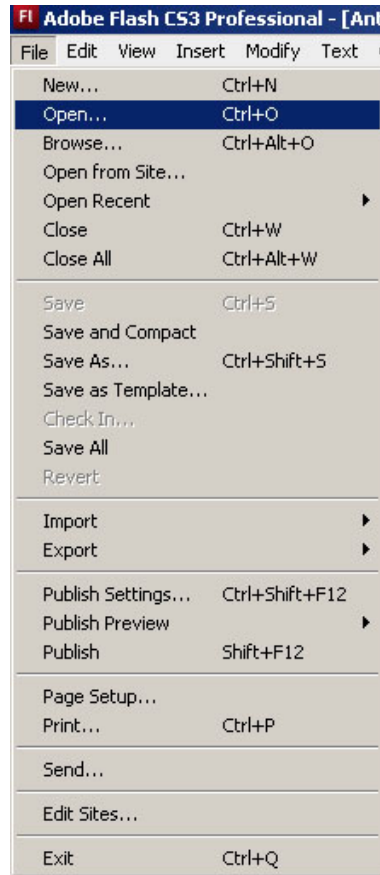
1. Before we start change the image, you need to prepare the images you are going to use. The images can be jpeg or bitmap format. It is recommended that you use an image with a background in one colour.
2. Open Adobe Flash CS3 or later, from the Start menu.



Click on the start button,
double click on Adobe Flash to open it.

3. Left click the File button along the top menu to reveal a drop down list.

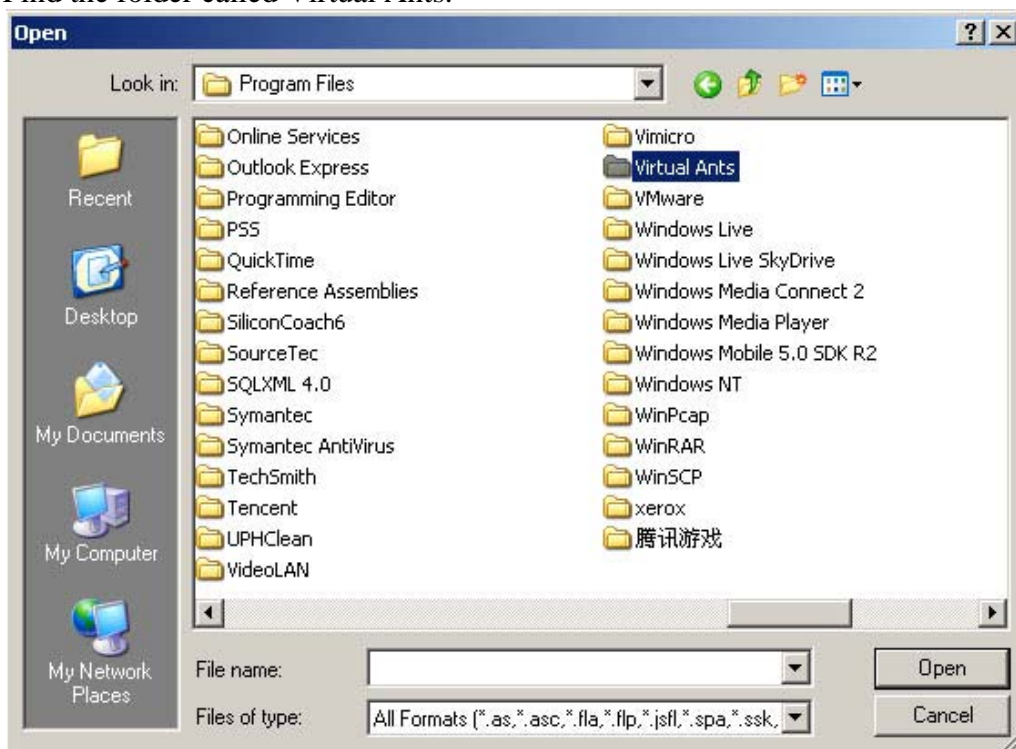
4. Left click Open.



5. A new window will pop up where you can browse for files.

6. Go to the C: drive and then look in Program Files.

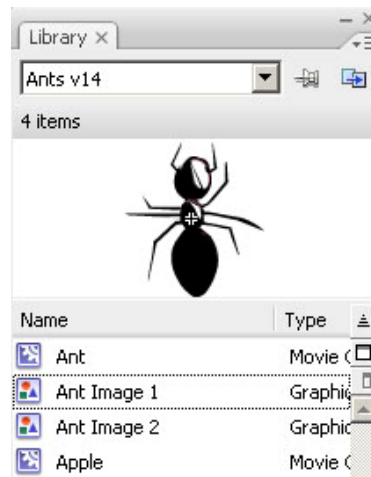
7. Find the folder called Virtual Ants.




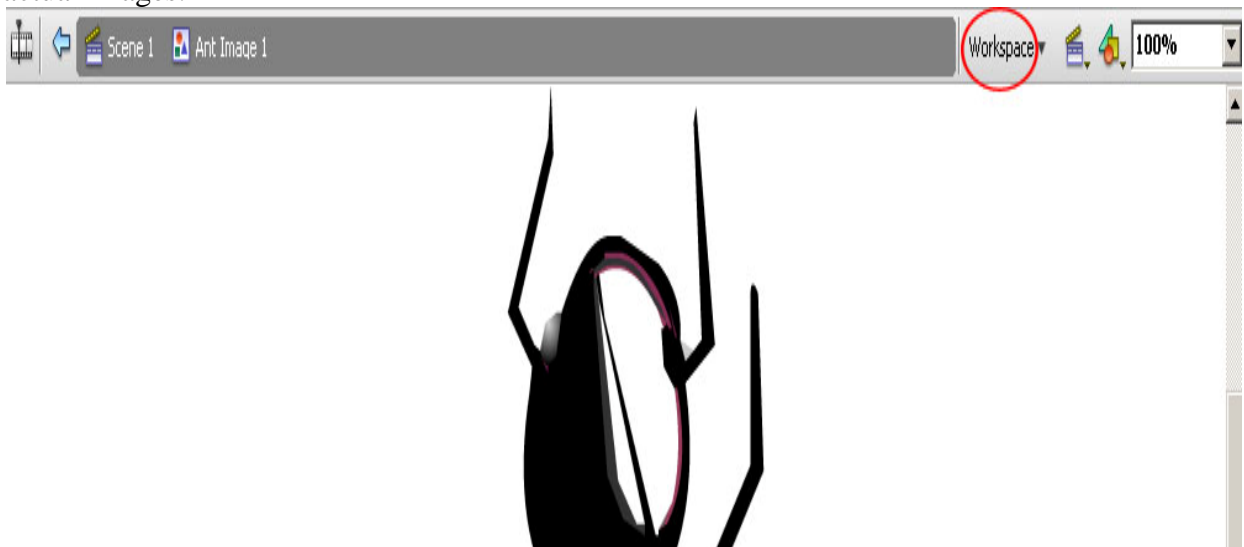
8. Open that folder and double left click on the Flash Document file called Ants.



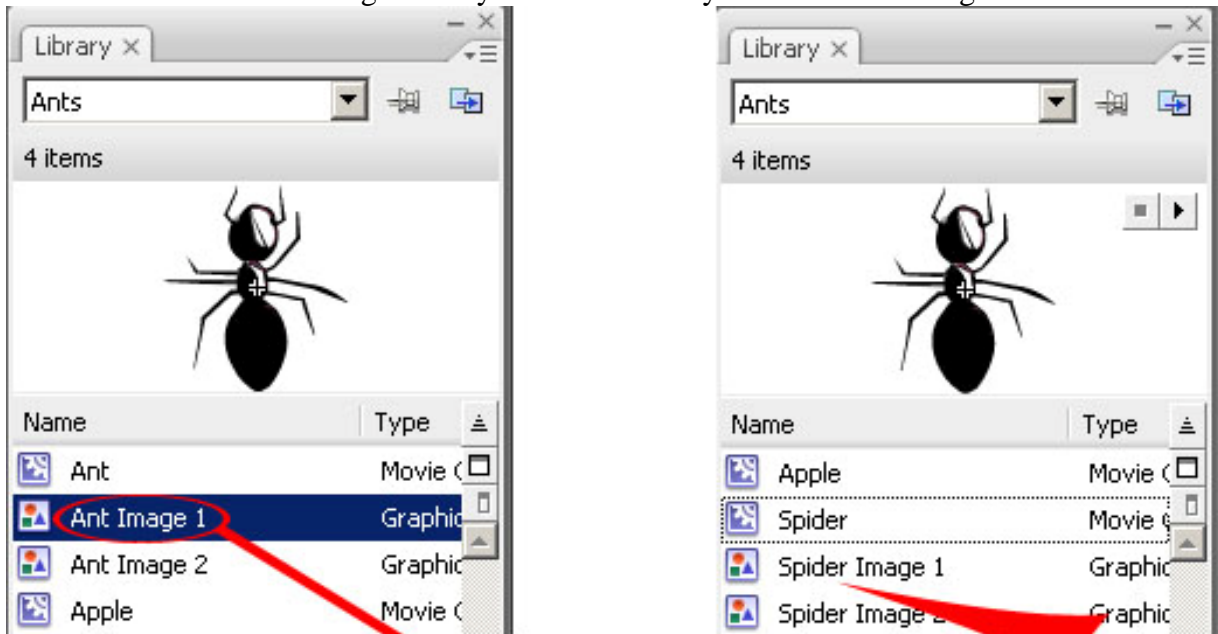
9. So now the file will be open and down the right hand side there is window called Library. If the Library window is not open, go to the top menu and left click the Window button and choose Library from the drop down list. (Shortcut is Ctrl-L)



10. In the Library window there 4 files. Double left click the “Ant Image 1” icon  and this will bring up a larger image on the main workspace. The icon you just clicked is just a container that holds the actual images.

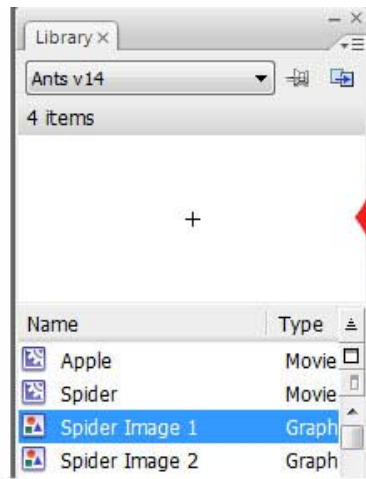


11. Rename this icon to the image name you want to use by double left clicking the actual name.



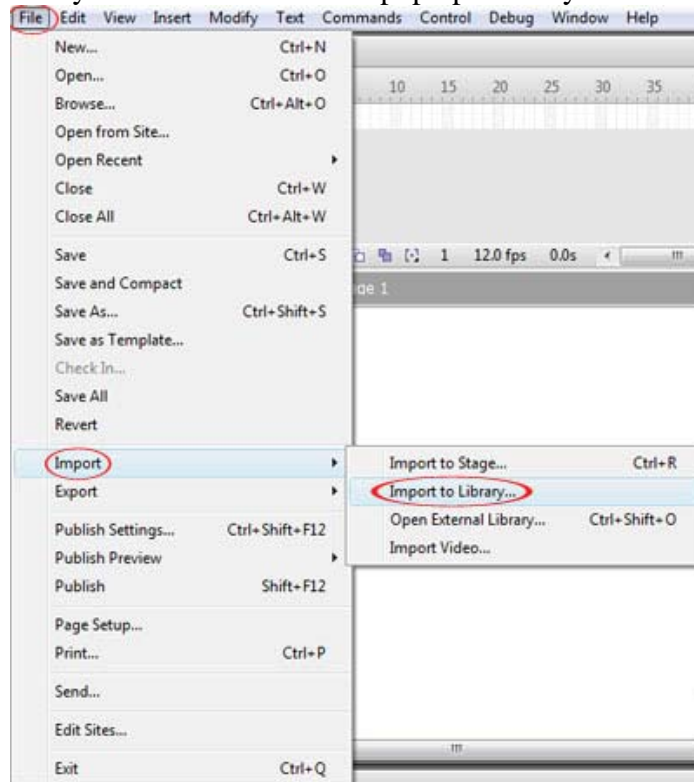
Double left click on the name and change it to the name you want. eg.

12. You now have to delete this image by going pressing “Ctrl-A” to highlight the image, then press the Delete button. This only deletes the content of the symbol. The symbol will remain without any content. Repeat steps 9 to 11 for the “Ant Image 2”.

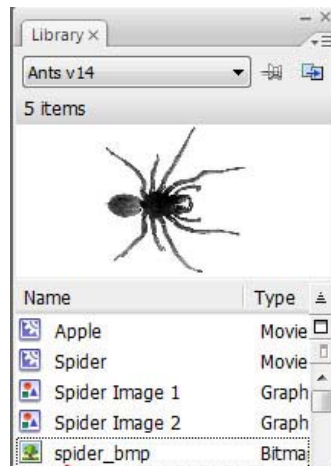


When you click on the symbol Spider Image 1 now after delete the content, you will see it no longer have a thumbnail above

13. Now we are ready to insert your new images.
14. Left click “File” along the top menu and choose “Import” from the drop down list. This will bring out another list to the right.
15. Left click, “Import to Library”. A new window will pop up where you can browse for files.

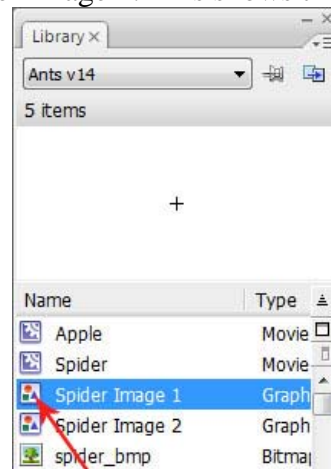


16. Go find your own images to replace the 2 you deleted in steps 9 and 10. You can select one image at a time or select both images at the same time.
17. The new images you selected will show up in the Library on the right hand side.



The image we just imported.
Flash turns it to Bitmap
format automatically.

18. Double left click on the icon of Spider Image 1. This shows the workspace to be empty.



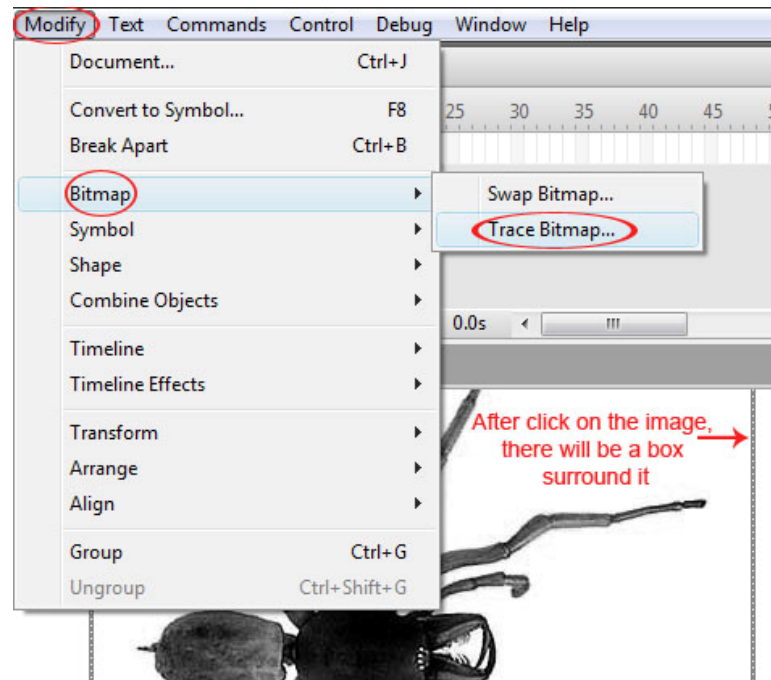
Double left click on this icon
to open Spider Image 1

19. Hold down a left click on the image you want to use and drag the image onto the workspace.

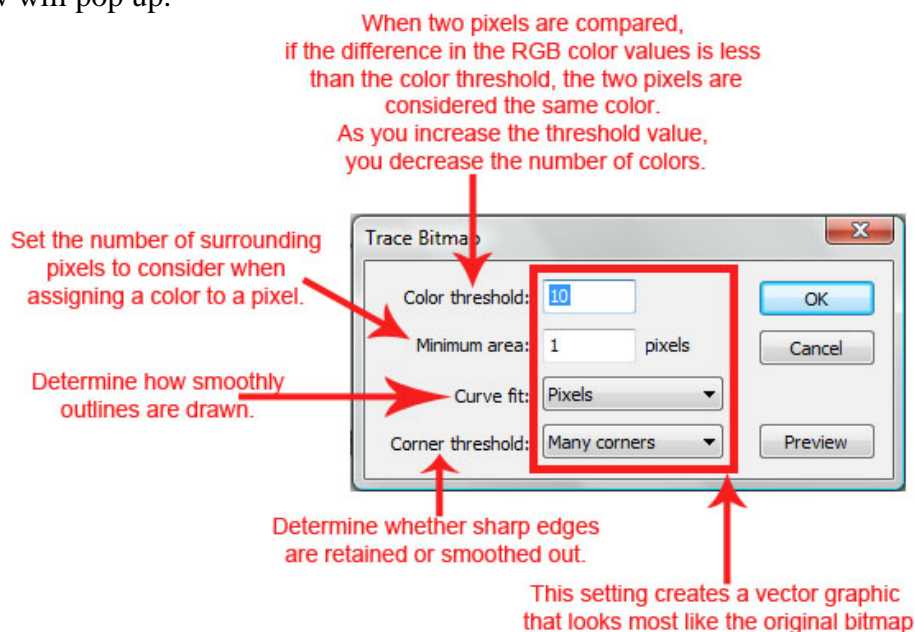


Hold down a left click
on this image and
drag it on to the workspace
of Spider Image 1

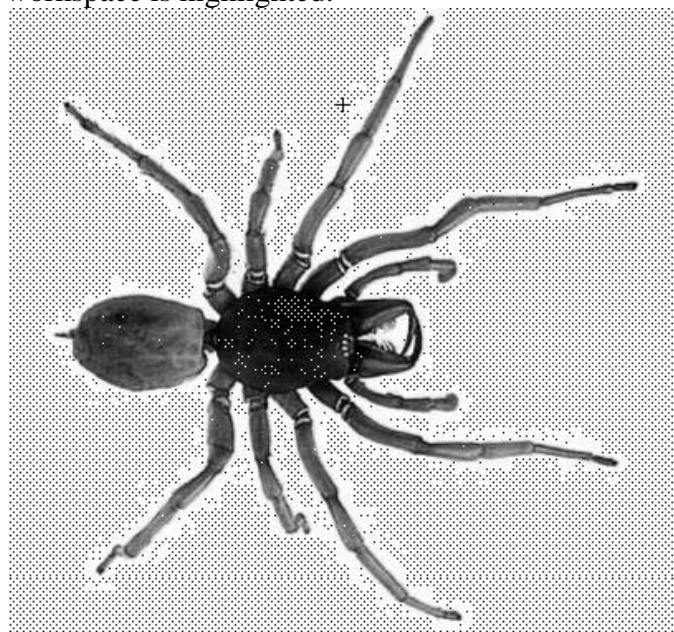
20. Now we need to convert the bitmap into a vector graphic with editable, discrete areas of colour. The reason we manipulate the image as a vector graphic is that we can reduce file size. Left click on the image. Left click “Modify” along the top menu and choose “Bitmap” from the drop down list. This will bring out another list to the right. Left click “Trace Bitmap”.



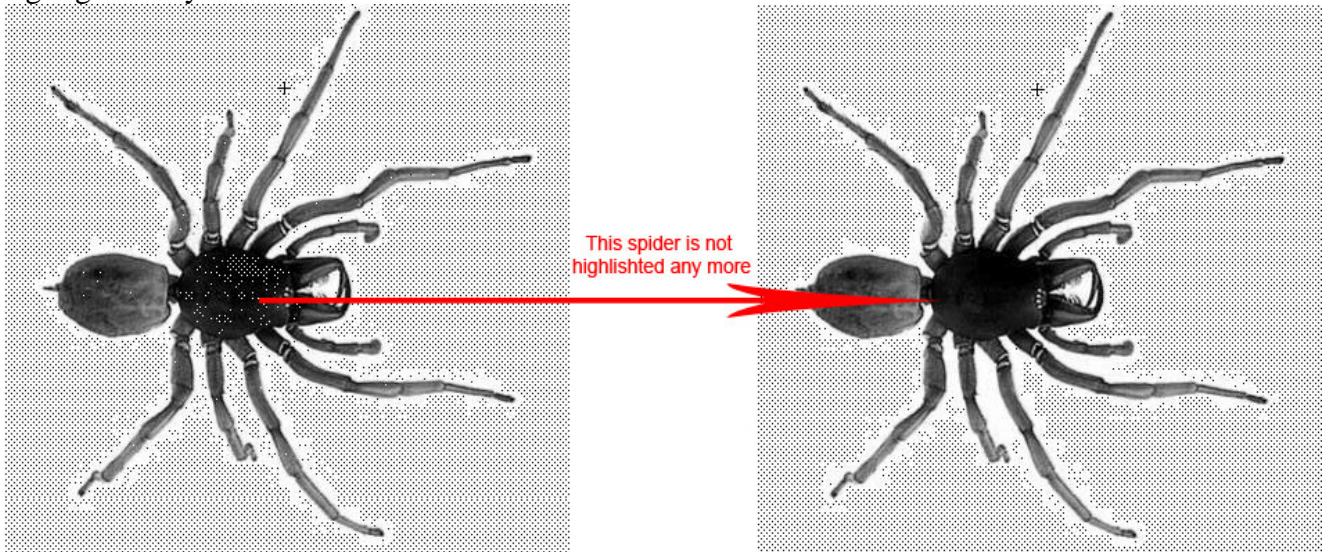
21. A new window will pop up.



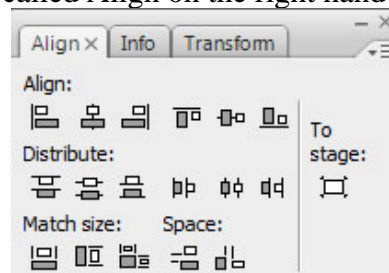
22. Change the values in the window and click on OK. This may take a few seconds. Then you will see the whole image on the workspace is highlighted.



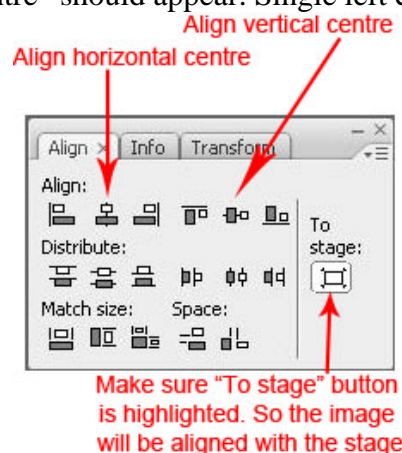
23. Click on other white space on the workspace. Now you will see the image is no longer highlighted.
24. Click on the image's background. If the background is white, you may not see the background. Make sure you click on the white space very close to the insect. Now you will see the insect is not highlighted any more.



25. Press “Delete” button on the keyboard. Now the background has been deleted.
26. On the top menu click the Window button and make sure “Align” has a tick beside it. (Shortcut is Ctrl-K) . This brings up a window called Align on the right hand side.

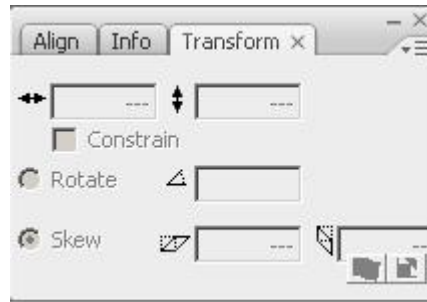



27. Now press Ctrl-A to highlight the image on the workspace.
28. In the align window, make sure the button below “To stage:” is clicked/highlighted. Then hover the mouse over the second button in the Align row, a tool tip called “Align Horizontal Centre” should appear. Single left click this button. Then hover the mouse over the fifth button in the Align row, a tool tip called “Align Vertical Centre” should appear. Single left click this button.

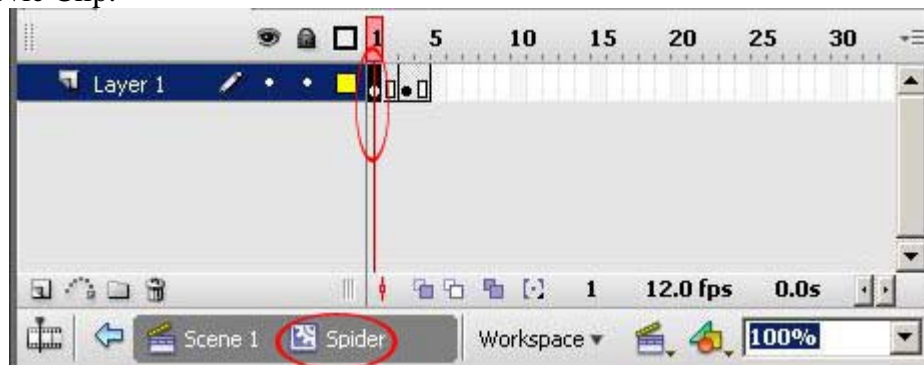


29. Double left click on the icon of Spider Image 2. Repeat steps 18-27 for Spider Image 2 and replace the image with spider2_bmp.
30. Finally, we finish changing insect image in the ant program. Now single left click on the “Scene 1” button below the timeline and “Ctrl-Enter” and this will recompile the program with the new images.

- a. To change the image size, click on the Window button along the top menu and make sure the Transform button has a tick beside it. A new window called Transform will appear on the right hand side.

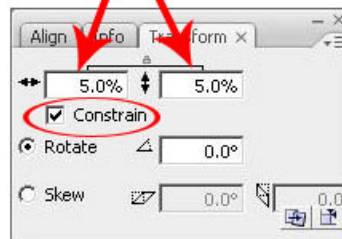


- b. Double left click on the Ant Movie Clip icon  in the Library window.
- c. On the Timeline above the workspace, single left click on the first frame, this controls the images used in the Movie Clip.

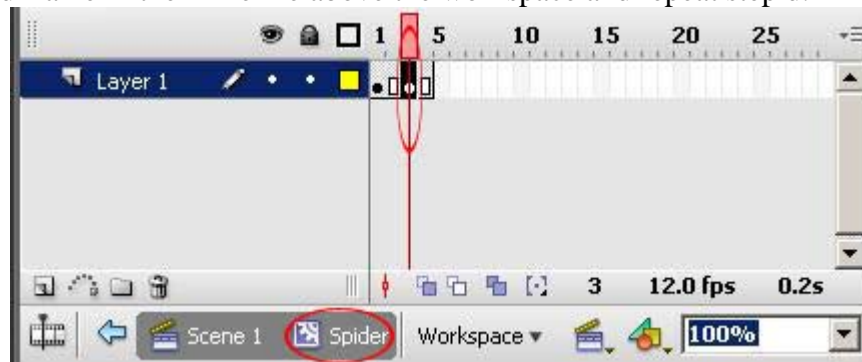


- d. On the Transform window, make sure the “Constrain” check box is ticked. To the left of the Constrain check box are 2 other boxes with numbers and a % sign in them. The two boxes adjust the width and height of the original size of the images used. eg.100% makes the images the original size, 50% makes them half the size. Choose the size you want.

Constrain makes these two boxes have the same value all the time



- e. Click on the third frame in the Timeline above the workspace and repeat step d.



- f. Below the Timeline, single left click on the “Scene 1” button and “Ctrl-Enter” to recompile the program.

